FINAL YEAR PROJECT MANAGEMENT PORTAL

by Final Year Project Management Portal Final Year Project Management Portal

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FINAL YEAR PROJECT MANAGEMENT PORTAL

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***Abstract*- Using manual or traditional processes to manage and control student final-year projects is an extremely tiresome task. The creation of an automated system for overseeing all project activities is the project's primary goal. A project management system is a method for organizing, directing, and keeping track of student projects. It is a web-based portal that is helpful to project coordinators, project guides, and students. The system made communication between the user guides and the students easy way.**

Keywords: project, project management, web-based portal, student project, and guide, web application.

I. INTRODUCTION

Nowadays, no one makes the effort to search through the notices posted on the notice boards. Many students are unaware of several crucial updates and notices related to their final-year projects. Additionally, the students are unable to track the actions involved in their projects. It becomes very simple if the students have quick access to all the project information and updates from the guides and coordinator. The manual project management for the final year is an extremely hard task. However, anyone can complete their project-related tasks using a simple web portal, which is the primary goal of a project management system (PMS). It offers a straightforward web interface for managing and keeping an eye on the entire project activities for students, the project coordinator, and guides. Each system module has a different user ID and password. Any module can then log into the system with its ID and password to continue its authentication. Depending on the domain of the project, the students can select mentors or guides through PMS. The system's core module, the project coordinator, is responsible for giving students different tasks to do. Interactions between the project coordinator and the project guide are occurring. The progress chart for the group is constructed based on the various criteria connected to the task that the coordinator assigned, and grades are automatically issued for that specific student group.

II. LITERATURE REVIEW

An information system based on a balanced scorecard for student teamwork software project management [1], is focused on a balanced scorecard (BSC) and can be used at both the strategic management level of the ever-improving university business processes and at the micro level of the teams of students working on various projects. For students' collaborative project planning, a new BSC model is being offered as a project measurement technique is being proposed.

Web UPMS: A web-based undergraduate project management system [2], is a web-based undergraduate project management system that is being created to improve upon the current manual undergraduate project administration method and facilitate all future undergraduate project administration methods with more efficiency.

To cut down on free-riding in projects, Project Zone: An advanced Undergraduate project management system for software development [3] has introduced skill-based group formation. The utilization of GitHub repositories for progress tracking. Peer-reviewing team members to assist supervisors in identifying and addressing students' collaborative skillset weaknesses.

Database design of information system for students' project activity management is a paper [4] that primarily focuses on creating database designs for the formation of common cultural competencies

for undergraduate students during the development of basic level projects, ability to work with data, skill development, being a good team player, leadership skills development and also the ability to take initiative, etc.

III. MODULES

There are three main modules in the system:

1. Project Coordinator
2. Project Guide
3. Student

3.1 Project Coordinator:

The main user of this module is the staff/ coordinator who is in-charge of the entire department's project management. The activities like viewing the dashboard of which has all the students with their respective mentors and project progress will be there in this module.

3.2 Project Guide:

The staff who are mentoring the students will be the users of this project guide module. This module is designed to reduce the guide work in knowing the progress of their students/ teams work.

3.3 Student:

The student module is mainly focused on students to enter their updates on the projects. Each student will have their separate accounts to submit the documents after reviews to the guide.

IV. SYSTEM ARCHITECTURE

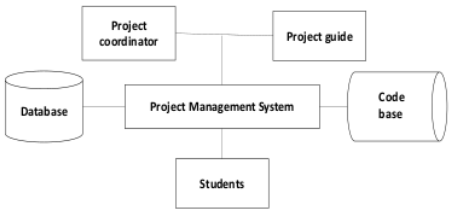

Fig 1. System architecture diagram

V. METHODOLOGY

The front end of the application needs to be created initially. A web application is being created with features like login, team registration, date updates, document uploads, team details downloads, etc. HTML, CSS, and JavaScript are the only fundamental technologies used for all front-end tasks. After that, PHP is utilized for the backend to connect to the server and the MySQL database. The XAMPP server localhost can be used to host the website locally. The system's three primary users are the project coordinator, project mentor, and student. Using his or her login information, the project coordinator will be able to access the account. After successfully registering, users will be able to view a list of all the teams and their information.

The user (project coordinator) will see a table with the team members' names, emails, phone numbers, project topics, and chosen guides in the comprehensive report. For later usage, he or she can download it as an excel file. The following module is the project mentor/guide, which will be the staff member (faculty) guiding the student on a certain subject. The instructor will have access to the system. A table listing the teams that chose them as their project manager will be available on their home page. They will have the team member's contact information, which can be used for upcoming communications. The final module of the project management system is students. The students must sign up for the project as a two-person team in the system. The list of available guides, along with information about them such as name, domain, etc., will be shown on the view guide list page. When registering their teams, students can look at them and select their mentors from among them. After registering successfully, they will receive a prompt message.

Following this action, each user (student) will have their account created. For system login, each student will have their user credentials. The students must first submit the titles of their projects. They will be accepted by their respective guides. They will then begin working on the projects. The project coordinator will post updates on the review dates and the files that students need to upload for the reviews. Students can upload documents like PPTs, reports, and other types of content to the system by logging into their accounts after attending each review and receiving the

appropriate guide's approval. The team's progress will be visible to the project mentors on their dashboard. They have access to the documents uploaded by the students. The project coordinator will have access to every student's progress chart. He/she has full access to the network.

VI. RESULTS AND DISCUSSIONS

The prototype of the project is done and shared with students of department of IT, Sathyabama Institute of Science and Technology, Chennai for usage. They used our system to sign up and choose their guide for the final semester project. For that purpose, the website is hosted on infinityfree- a free hosting platform for hosting PHP website.

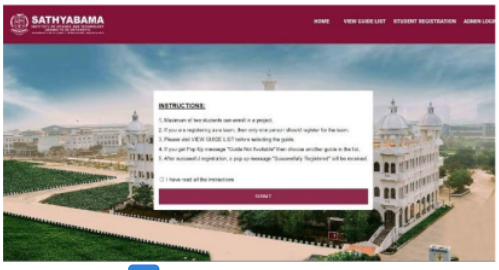

Fig 2. Student registration-1

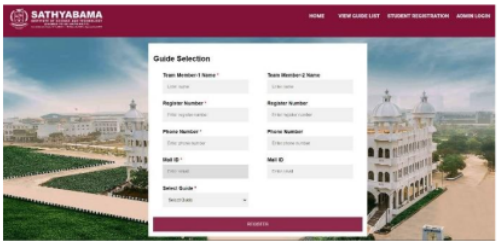

Fig 3. Student registration form

Fig 4. Student registration form

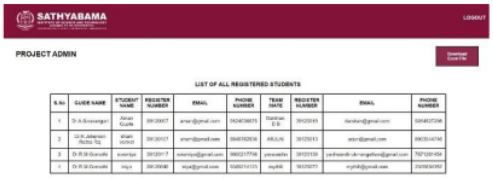

Fig 5. Admin home page

VII. CONCLUSION

It was possible to control the workflow of a typical project in a university setting using the suggested project management system. The system was able to successfully carry out the entire project management process workflow when combined with the primary requirements for a university project. The system makes the communication between the primary modules of the system (project coordinator, project guide, and students) way easier than that of the traditional management process.

Even while the system works as intended, it might yet use additional technologies and features to become even better.

The majority of project management systems in use today serve common needs. Since colleges have a variety of requirements, creating a customized project management system is significantly more valuable.

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